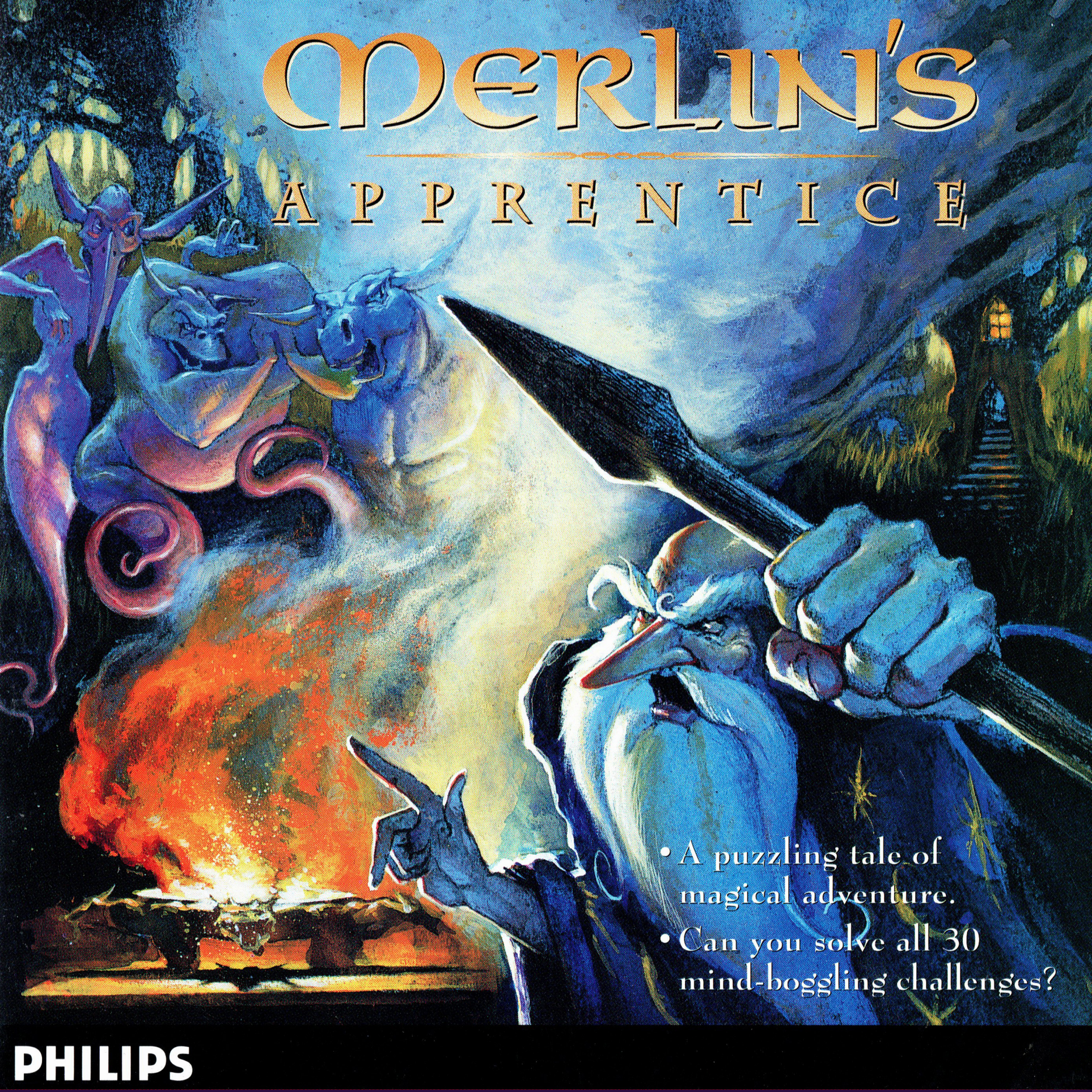

MERLIN'S
APPRENTICE
• A puzzling tale of magical adventure.
• Can you solve all 30 mind-boggling challenges?
PHILIPS

To the Player:

If you love puzzles and play them often, I strongly suggest that you set the difficulty of MERLIN'S APPRENTICE to "Expert" Level. It is more satisfying to play and win a challenging game than to win one that was too easy.

I designed these puzzles and my other games— "The Fool's Errand" and "3 in Three"—to appear daunting, but the joy of solving them is in the "ah-ha" of discovering their secrets. Resist the temptation to start at a level that is too easy. "Beginner" is for those who are new to computer games. "Advanced" is for those who have dabbled in puzzles and logic games.

I wish you all a good play,

Cliff Johnson

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

All know the legendary tale of young Arthur who served as Apprentice to Merlin the Magician.

Arthur performed many seemingly impossible tasks before he was deemed "worthy." Only then was he able to pull the sword from the stone to become King of all England.

Like Arthur, you wish to become Merlin's Apprentice. What can you do to catch the eye of the great wizard and prove yourself worthy? Solve each challenge and the tale unfolds, plunging you deeper into Merlin's magical world.

YOUR QUEST IS ABOUT TO BEGIN.

BE BRAVE. BE SHREWD. BE WORTHY.

STARTING MERLIN'S APPRENTICE

System Requirements

For MPC compatible systems including:

386DX/33MHz CPU (486 recommended)
4MB of RAM
VGA video adapter
Windows-compatible sound card
Double-speed CD-ROM drive
Will run under Windows® 95

For Macintosh® Computers:

68030/25MHz CPU (68040 recommended)
640 x 480 resolution and 256 colors
Double-speed CD-ROM drive
3MB of RAM free
System 7.01 or later
Accelerated for Power Macintosh®

Windows version

1. Create an icon for your Windows desktop.

a. Insert the Merlin's Apprentice disc into your CD-ROM drive. From the Windows Program Manager, select **RUN** from the File Menu.

b. Enter the following command at the prompt: **D:\MAKEICON** (where **D** is the letter for your CD-ROM drive). Then click OK.

This program will create a Merlin's Apprentice icon in a program group named **"Philips."**

2. Once the icon is installed, to start the program, double-click on the Merlin's Apprentice icon in the Philips program group.

You can also run Merlin's Apprentice without using the icon:

1. Insert the Merlin's Apprentice disc into your CD-ROM drive. From the Windows Program Manager, select **RUN** from the File Menu.

2. Enter the following command at the prompt: **D:\Merlin** (where **D** is the letter for your CD-ROM drive). Then click OK.

Windows '95 version

1. Insert the Merlin's Apprentice disc into your CD-ROM drive.

Click on **"Play"** in the AutoPlay message box when asked "Do you want to play Merlin's Apprentice?"

Macintosh version

1. Insert the Merlin's Apprentice disc into your CD-ROM drive.

A window named Merlin appears on your desktop. If it does not appear, or is obscured by another window, double-click the Merlin icon on your desktop to bring it into view.

2. To start the program, double-click on the Merlin's Apprentice icon. If your monitor is not set to 256 colors, the program will ask you to okay the change. Merlin's Apprentice requires 256 colors to run.

MAIN MENU

The Main Menu offers the following options:

PLAY *begins a game.*

TOUR *gives you a spectacular presentation about this disc.*

CREDITS *displays the credits and returns you to this screen.*

EXIT *stops the disc. When you select* EXIT *in other locations on the disc, you return to the Main Menu.*

HELP *tells you how to use the disc. Take a moment to select this feature; it gives you important information about the game.*

GAME PIECES

When you select PLAY, *you go to a new menu with more options.*

The 12 objects on the shelves are your game pieces and may represent saved games in progress. When you select a game piece, the status of that piece is displayed in the message area at the top of the screen: NEW, SAVED *or* SOLVED.

TO START A GAME *Select the game piece you wish to use, then select* PLAY *to begin that game. If you choose to play a* NEW *game, you go to the Difficulty Menu described on page 7. If you select a* SAVED *game, you begin from your last position in that game. If you choose a* SOLVED *game, you go to the All Play Menus.*

TO SAVE GAMES *As you play, the status of your game is automatically updated and saved to your game piece, until you exit the disc or start playing with a different piece. The saved game only tracks whether each challenge is solved or unsolved.*

TO ERASE A SAVED GAME *Select the game piece you wish to erase, then click* ERASE.

Select HELP *to learn how to use this screen. Click* EXIT *to return to the Main Menu.*

DIFFICULTY MENU

This menu allows you to customize your play by adjusting the difficulty levels for each type of game. When you start a new game, you must choose difficulty levels in each of the categories before you play.

GAMES

The game categories/challenges are:

GAME TYPES	CHALLENGES
WORDS	*Secret Codes*
SHAPES	*Fragments*
ACTION	*Arcade*
MEMORY	*Sound Memory*
LOGIC	*Picture Jumble, Alignment, Metamorphosis, Magic Potion*

LEVELS

Each of the five game categories has three difficulty levels. The gem next to a category indicates the current level: GREEN *gems indicate* BEGINNER, BLUE *gems are* ADVANCED *and* RED *gems are* EXPERT.

When you set the difficulty level in a game

category, it affects all occurrences of that type of challenge throughout the game.

To change the level of a single game category (such as Shapes), click on the appropriate slot below the headings: BEGINNER, ADVANCED *or* EXPERT. *To change the level of all game categories at once, click on a difficulty heading.*

When you are satisfied with your settings, select PLAY *to start or resume the game. Click* GAME PIECES *to return to that menu or select* EXIT *to return to the Main Menu.*

MENU BARS

From any challenge, click the right mouse button or press the space bar and this menu bar appears.

RETURN *takes you back to the Main Menu for that level, i.e., the Forest, the Laboratory or the Cavern.*

DIFFICULTY *lets you change the difficulty level of the challenge.*

HOW TO PLAY *tells you how to play the challenges.*

RESET *lets you reset the challenge to the beginning.*

UNDO *lets you undo the effects of your last action (when active).*

From any Magic Potion, click the right mouse button or press the space bar and this menu bar appears.

The selections are the same as described on the left, except that EXIT *takes you back to the Main Menu.*

From the Tree Stump, Gargoyle Basin or Stone Pedestal, click the right mouse button or press the space bar and the directory menu bar appears.

Again, the selections work as previously described, except that GAME PIECES *takes you back to the Game Menu where you can start another game.*

To remove any menu from the screen, click the right mouse button or press the space bar again.

When you begin the game,
an animated prologue takes you to a tree stump
inscribed with magic symbols or "runes."
Select one of the runes to play a challenge.
You must solve all available challenges
to move further in the game.

In the following pages, there are examples of the
different types of games and challenges you will encounter.

Word Games

There are three different word challenges on the disc—

- *Gravestone in the forest (pictured)*
- *Parchment in the laboratory*
- *Stone Tablet in the cavern*

SECRET CODE CHALLENGE

The object in the word games is to decode a cryptic message.

In this example, select a rune from the code on the left stone and a letter from the alphabet on the right. All occurrences of the selected rune will be replaced by that alphabet letter, which will disappear from the alphabet stone.

Note: this does not indicate that your selection is right or wrong. You can substitute another letter for the rune you selected, with the following exception. If the letter is a vowel and it is correctly placed, it becomes locked and cannot be replaced with another letter. This is not true for consonants.

STRATEGY TIPS

- *Figure out the small words first.*
- *Every word needs a vowel and some words consist of only one vowel.*
- *Each secret code answer is a complete sentence.*

Shape Games

There are four different shape challenges—

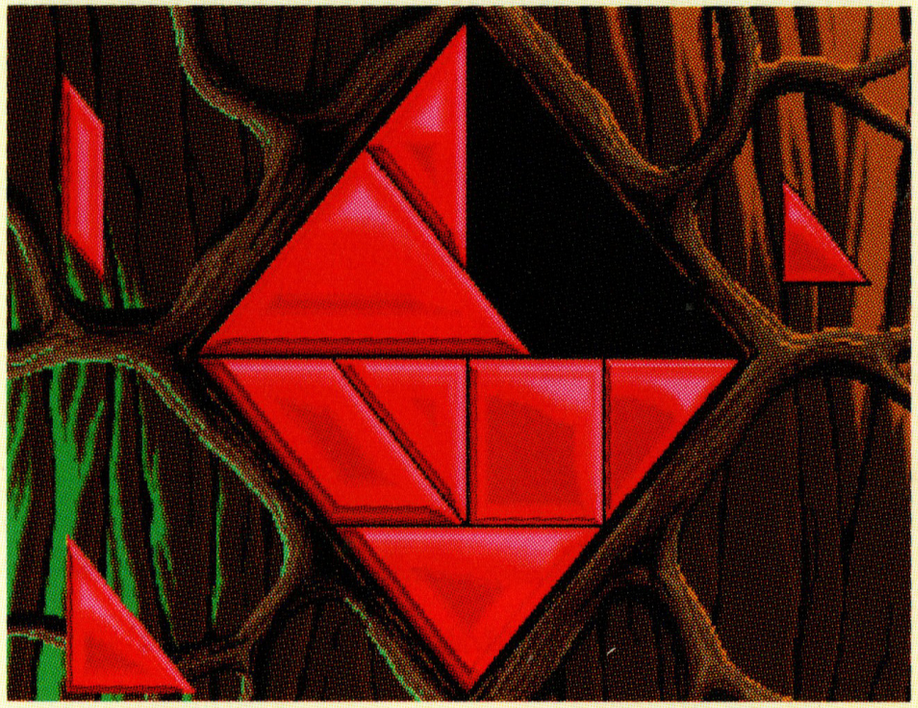
- *Wall Plaque and Mirror (pictured) in the laboratory*
- *Octagon and Floor Tiles in the cavern*

FRAGMENT CHALLENGE

The object in the shape games is to fill the frame by piecing together a combination of smaller shapes or fragments.

The trick is that the selection of smaller shapes is displayed in half size—and one of the shapes is not needed!

To select a piece, move the cursor over it and click. The selected piece expands to full size and replaces the cursor. Use your mouse to move it over the space you want and click again to drop the piece into the frame. You can remove a piece from within the frame in the same manner.



If a piece falls outside the frame or overlaps another piece, it goes back to its original location. Otherwise, the piece remains in the frame.

STRATEGY TIPS

- *Start with the one piece that will fit in very few places.*
- *Remember that one of the shapes is not part of the puzzle.*

Action Games

There are six different action challenges on the disc—

- *Seeds and Leaves (pictured) in the forest*
- *Snowflakes and Bubbles in the laboratory*
- *Gems and Demons in the cavern*

ARCADE CHALLENGE

In the action games, many objects move across the screen and you try to catch them all.

In this example, autumn leaves fall across the screen. To catch a leaf, move the cursor over it and click. The leaf disappears when you are successful.

When you catch three leaves, a diamond appears on the screen. However—depending on the difficulty level you selected for Action games—if two, three or four leaves escape from the screen without being caught, you lose the last diamond collected.

The trick is, starting at any given point, you have to catch almost every object, allowing few to get away. To succeed, you have to realize which objects move fastest and catch them first, leaving the slower objects until later.

STRATEGY TIPS

- *Resist the urge to chase every object.*
- *Concentrate in one key area to catch objects consistently.*

Memory Games

There are three different memory challenges on the disc—

- *Pond (pictured) in the forest*
- *Flasks in the laboratory*
- *Stalactites in the cavern*

SOUND MEMORY CHALLENGE

In the memory games, a sequence of sounds is played. Each sound corresponds to a distinct area of the screen. The object is to repeat the sequence by using the cursor to select those screen areas.

The first three sounds of the sequence are played and you must repeat them. Then, the first three are repeated and three more are added. Now you must repeat the entire sequence of six sounds. Each time the sequence is played, three more sounds are added until the entire sequence is presented. The total length of the sequence depends on

the difficulty setting you selected for Memory games.

If you play the wrong sound, the current sequence is repeated to give you another chance.

STRATEGY TIPS

- *Take a deep breath and concentrate.*
- *Grab a bunch of people and have them join in the fun.*
- *Above all, be patient.*

Logic Games

There are four kinds of logic challenges on the disc: Picture Jumble, Alignment, Metamorphosis and Magic Potion. An example of each kind of challenge follows.

PICTURE JUMBLE CHALLENGE

There are six different picture jumble challenges on the disc—

- *Oak Leaf (pictured) and Raven in the forest*
- *Coiled Snake and Lizard Skeleton in the laboratory*

- *Black Widow and Quartz Crystal in the cavern*

An image is jumbled into pieces and the object is to rearrange the pieces into the correct position.

You can only move the pieces along predetermined paths. There are four rune "hot spots" that cause the pieces to move along these paths. Each rune is divided into two parts: one moves the pieces forward and the other moves the pieces backward along the path.

The trick is to learn what each hot spot does and use your powers of intuition and logic to rearrange the image.

STRATEGY TIPS

- *Concentrate on the one row that allows you to move the images between rows.*
- *Think ahead.*

ALIGNMENT CHALLENGE

There are three different alignment challenges on the disc—

- *Solar System in the laboratory*
- *Wooden Door and Spirit Spheres in the cavern*

In the alignment challenges, objects (in this case planets in a mobile of the solar system) are shuffled and you must rearrange them to their proper alignment.To move an object, click on it. It will move itself, along with one or more other objects.

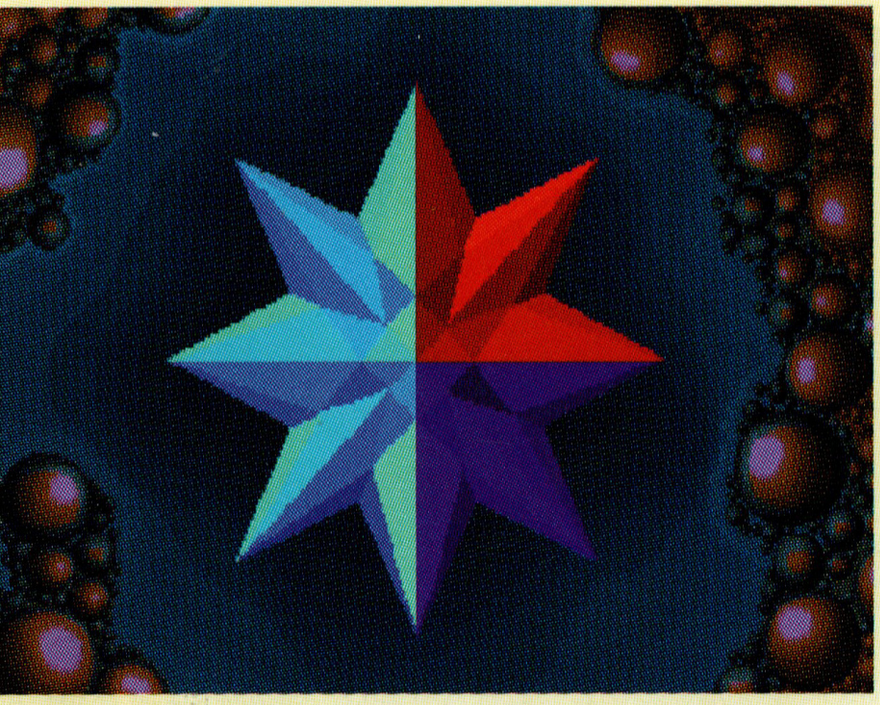
When you click away from the objects, the solution is shown to you for a moment, then the objects go back to their previous positions.

To solve this challenge, you have to figure out what moves each object makes and then use these moves to align the objects correctly.

STRATEGY TIPS

- *Each object moves itself and others in a predetermined path.*
- *The number and direction of an object's moves can vary, depending on whether you choose an object itself or choose another object that affects it.*

METAMORPHOSIS CHALLENGE



There are two different metamorphosis challenges on the disc—

- *Stained Glass and Sacred Star in the cavern*

In the metamorphosis challenges, a shape (in this case a star) is divided into four quadrants, each one exhibiting a different color pattern.

The object is to make all four quadrants the same, specific color pattern. When you click on one of the quadrants, it and two others change color. When you click outside of the quadrants, the solution is shown to you for a moment, then the shape goes back to its previous state.

To solve this challenge, you have to figure out what each quadrant does and then use these moves strategically to achieve the correct color arrangement.

STRATEGY TIPS

- *Each quadrant changes itself and two others in a predetermined pattern.*
- *The pattern varies depending on whether you choose the quadrant itself or choose another quadrant that affects it.*

MAGIC POTION CHALLENGE

There are three different magic potion challenges on the disc—

- *The Forest yields six ingredients*
- *The Laboratory yields nine ingredients*
- *The Cavern yields twelve ingredients*

Each challenge you solve in a given level gives you a magical ingredient. When you finish all of the challenges in that level, the ingredients themselves become a magic potion challenge.

The magic potion challenges are played by mixing ingredients, two at a time, to get reactions and new ingredients. You must find the correct combination of ingredients to create the magic spell required in order to continue to the next level.

To select an ingredient, move your cursor over it and click. Then choose a second ingredient and watch the two react. If a new ingredient is created, it remains in the center of the screen, waiting for you to add another ingredient.

You must use all of the ingredients, in the correct order, to solve the challenge.

STRATEGY TIPS

- *The easiest path may not be the wisest.*
- *The final ingredients must be:*
  Forest—ruby and berries
  Laboratory—green asteroid and green vial
  Cavern—two-headed lizard and mushroom

ALL PLAY MENUS

When you have completed a game, that game piece becomes a SOLVED *game. Selecting a* SOLVED *game piece allows you to play any of the individual challenges. You can change the difficulty levels and sample the variations, but you will not see the animations.*

Select a NEW *game piece to enjoy the total experience of* MERLIN'S APPRENTICE, *with all of the animations.*

MERLIN'S APPRENTICE *was produced by*
FUNHOUSE, *a division of Philips Media. Inc.*

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Assistant Producer	*Paul Mithra*
Executive Producer	*Sarina Simon*
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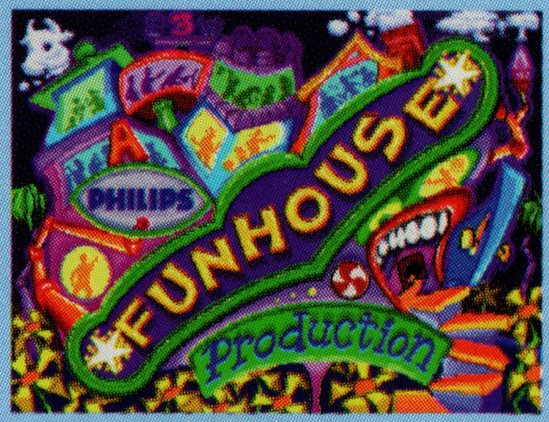

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